

COMMODORE 64/128

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TITANIC

Blinky

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Blinky, the
sharpest agent
on the street, is
back in a Zeller
Skeller adventure
to save the world
from the evil
designs of Arthur
J. Hackensack,
the mad Texan
billionaire.

Using a Matter
Transformation
Weapon,
Hackensack is
holding the world
to ransom, and
only the super
skills of secret
agent Blinky can
save the day.

Parachuting onto
Hackensack's
ship, the newly
raised SS Titanic,
is the easy part.
Outwitting the
horrible
bombers and
merauding
minions is going
to be a whole lot
harder!!!

Program:
Brian Southon
Graphics:
David Taylor
Music & FX:
Andrew Rodger
Made in UK



ZEPPELIN GAMES

COMMODORE
LOADING
INSTRUCTIONS
Press SHIFT and
RUNSTOP
together. Press
PLAY on the tape.

Crash - 85%

"Will Blinky become as
popular as Dizzy?.....
I'd say a resounding
YES. Puzzle fans as
well as platform
junkies will love
Titanic Blinky-it's fun,
fun, fun all the way."

Your Sinclair - 88%

"The game is very
quick, responsive and
smooth. It's cram-jam
packed with details!"



THE PLOT

Arthur J Hackensack, powermad oil billionaire, Texan landowner, Chairman of several major film studios, and proprietor of the Ritz Bingo Hall in Milton Keynes (open most weekday nights from seven thirty onwards), craves World domination.

To this end, he has kidnapped the World famous paranormal scientist Professor Frobisher Goonhilly, forcing him to work on a weapon of awesome destructive power. (During his years of psychic research, the professor had perfected a means of storing the negative energy produced in haunted buildings, hoping this would lead to a new non-polluting power supply).

Using the strange matter warping properties of negative psyche, Goonhilly's super weapon changes the Isle of White into a large Custard Slice as a demonstration to the World of Hackensack's evil intent.

At first it seemed as though nothing could stop Hackensack, with New York being turned into an enormous Bath Sponge (except curiously no-one noticed). Paris refused to capitulate until the Eiffel Tower was turned into a toast rack and two piece Condiment set. Neither was the Tower of London spared, as the Ravens were transformed into Ostriches which rather surprised the Beefeaters, but not half as much as it surprised the Ravens!!

With conventional forces being useless against psychic energy the World Governments looked to a new breed of hero, and so Blinky, spooky star agent of S.P.E.C.T.R.E. is immediately put on the case. Armed only with an ectoplasmic gun and a case full of disguises, the courageous spook is parachuted onto the deck of Hackensack's base ship, the newly raised SS Titanic...

S.P.E.C.T.R.E. is the Society for the Prevention of Ectoplasmic Crime, Telekinetic misuse and Reality Endangerment

GAMESPLAY

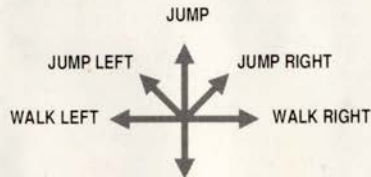
TITANIC BLINKY allows the player to control SPECTRE's top agent using a JOYSTICK connected to the relevant port on the Commodore 64/128.

Blinky moves quickly through the various decks on the Titanic, collecting objects that will help him to stop Hackensack in his tracks.

But beware! There are intricate traps and minions that will sap Blinky's energy if they manage to get their hands on him.

Welcome aboard.....

JOYSTICK CONTROLS



COLLECT OBJECT

FIRE - ACTIVATES GUN

Quit - Press "F1"

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